Appl. No. 09/867,868
Amdt. Dated: January 4, 2005
Response to Office Action dated Oct. 6, 2004

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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1.   (Original) A method for loading content objects in a content store on a network, the method comprising steps of:

waiting for a triggering event;

determining if a first origin server is authorized to store content in the content store;

loading a first content object from the first origin server onto the content store without a request for the first content object;

determining if a second origin server is authorized to store content in the content store; and

loading a second content object from the second origin server onto the content store without a request for the second content object.

2.   (Original) The method for loading content objects in the content store on the network as recited in claim 1, further comprising a step of determining the popularity of the content object.

3.   (Original) The method for loading content objects in the content store on the network as recited in claim 1, wherein the performance of the loading steps are conditioned on the waiting step.

4.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises at least one of the following steps of waiting for:

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upstream bandwidth between the first origin server and the content store to fall below a predetermined threshold; and

upstream bandwidth between the second origin server and the content store to fall below the predetermined threshold.

5.   (Original) The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth into the content store to fall below a predetermined threshold.

6.   (Original) The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for connection to the network.

7.   (Original) The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for upstream bandwidth utilization from a client computer to the content store to fall below a predetermined threshold.

8.   (Original) The method for loading content objects in the content store on the network as recited in claim 1, wherein the waiting step comprises a step of waiting for a temporal event.

9.   (Original) A method for loading content objects in a content store on a network, the method comprising steps of:

waiting for a triggering event;

determining the popularity of the content object;

loading a first content object from the first origin server onto the content store without a request for the first content object; and

loading a second content object from the second origin server onto the content store without a request for the second content object.

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10.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 9, wherein the performance of the loading steps are conditioned on the waiting step.

11.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 9, further comprising steps of:

determining if a first origin server is authorized to store content in the content store; and

determining if a second origin server is authorized to store content in the content store.

12.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 9, wherein the waiting step comprises at least one of the following steps of waiting for:

upstream bandwidth between the first origin server and the content store to fall below a predetermined threshold; and

upstream bandwidth between the second origin server and the content store to fall below the predetermined threshold.

13.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 9, wherein the waiting step comprises a step of waiting for upstream bandwidth into the content store to fall below a predetermined threshold.

14.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 9, wherein the waiting step comprises a step of waiting for connection to the network.

15.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 9, wherein the waiting step comprises a step of

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waiting for upstream bandwidth utilization from a client computer to the content store to fall below a predetermined threshold.

16.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 9, wherein the waiting step comprises a step of waiting for a temporal event.

17.   (Original) A method for loading content objects in a content store on a network, the method comprising steps of:

waiting for a triggering event;

loading a first plurality of content objects from the first origin server onto the content store without a request for any of the first plurality of content objects; and

loading a second plurality of content objects from the second origin server onto the content store without a request for the second plurality of content objects, wherein the performance of the loading steps are conditioned on the waiting step.

18.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 17, further comprising a step of determining the popularity of the content object.

19.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 17, further comprising steps of:

determining if a first origin server is authorized to store content in the content store; and

determining if a second origin server is authorized to store content in the content store.

20.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 17, wherein the waiting step comprises at least one of the following steps of waiting for:

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upstream bandwidth between the first origin server and the content store to fall below a predetermined threshold; and

upstream bandwidth between the second origin server and the content store to fall below the predetermined threshold.

21.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 17, wherein the waiting step comprises a step of waiting for upstream bandwidth into the content store to fall below a predetermined threshold.

22.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 17, wherein the waiting step comprises a step of waiting for connection to the network.

23.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 17, wherein the waiting step comprises a step of waiting for upstream bandwidth utilization from a client computer to the content store to fall below a predetermined threshold.

24.   (Previously presented) The method for loading content objects in the content store on the network as recited in claim 17, wherein the waiting step comprises a step of waiting for a temporal event.

25.   (New) The method for loading content objects in the content store on the network as recited in claim 1, further comprising:

storing a first name associated with the first origin server, first path information and a first file name with the first content object in the content store; and

storing a second name associated with the second origin server, second path information and a second file name with the second content object in the content store.

26.   (New) The method for loading content objects in the content store on the network as recited in claim 1, further comprising:

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the first origin server selecting the first content object for loading in the content store from a plurality of content objects associated with the first origin server.

27.   (New) The method for loading content objects in the content store on the network as recited in claim 1, wherein:

the network is associated with a plurality of the content stores and the first origin server selects at least a one of the plurality of the content stores into which to load the first content object according to the relative churn rates of each of the plurality of the content stores.

28.   (New) The method for loading content objects in the content store on the network as recited in claim 1, wherein:

the network is associated with a plurality of the content stores and the first origin server selects at least a one of the plurality of the content stores into which to load the first content object according to the upstream bandwidth between the first origin server and each of the plurality of content stores.

29.   (New) The method for loading content objects in the content store on the network as recited in claim 1, wherein the first and second content objects are retained in the content store for a predetermined period of time.

30.   (New) The method for loading content objects in the content store on the network as recited in claim 1, further comprising:

creating a catalogue of the content objects stored in the content store.